

Tom Clancy's **GHOST** **RECON**™

SPECIAL OPERATIONS MANUAL



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OVERVIEW

In Ghost Recon, you lead the Ghosts, an elite American infantry unit using the most advanced technology the United States has to offer, onto the front lines and into battle. The Ghosts are the spearhead of the United States Army's quick response. They are the first unit deployed into dangerous situations and the last ones to leave when things get rough. As the leader of a platoon of Ghosts in the field, it is your responsibility to select your fireteam members, train them, kit them out and command them once the shooting starts. You control them as they seek to execute your orders, which you give during the heat of battle, and complete their missions. Particularly spectacular performance and the completion of special objectives will unlock Specialist characters, who bring new weapons and new levels of expertise to your platoon.

The game consists of a series of fifteen missions along a single storyline, which forms a campaign. While many of the gameplay elements of Ghost Recon may seem familiar if you have played Rainbow Six or Rogue Spear, it is an entirely new game in an entirely new setting. If you've played Rogue Spear or Rainbow Six, prepare yourself for the next step in squad-based tactical games. If you are new to this style of game, get ready for edge-of-your-seat action and challenging tactical gameplay.

And in either case, be ready to test your wits, your eye and your nerves against a terrifying new threat to world peace and security. The fate of the world just might depend on you.

Quickstart - Starting a New Campaign

1. Insert the Ghost Recon CD into your computer and start the game.
2. When the Main Menu appears, click on Campaign.
3. At the Campaign Screen, click on New Campaign.
4. Type in a name for your new campaign.
5. Click on Start.
6. When you're finished with the briefing, click on the right arrow button at the lower right of the screen.
7. Click Auto-Assign.

Click on the right arrow button at the lower right of the screen.

Quickstart - Joining a Multiplayer Game

1. Insert the Ghost Recon CD-ROM and start the game.
2. From the Main Menu, click on Options.
3. Click on the Multiplayer Tab.
4. Select the Player Name field.
5. Type in the name you want to be known as in the game.
6. Click Accept. This will take you back to the Main Menu.
7. Click on Multiplayer.
8. Select LAN or Internet.
9. Click on the name of the game you want to join.
10. Type in the password and/or port if necessary.
11. Select Join Game.
12. Add yourself to a platoon by clicking on a platoon tab, then clicking on a spot within that platoon.
13. Click on the Soldier tab.
14. Scroll through the available soldier types with the left and right arrows at the top of the screen. Stop when you find the soldier you want to play.
15. Scroll through the available kit types

for your soldier with the left and right arrows that bracket the kit names. Stop when you find the kit you want to use.

16. Click on the Ready box, and wait for the game to start.

Quickstart - Starting a Multiplayer Game

1. Insert the Ghost Recon CD-ROM into your computer and start the game.
2. Click on the Multiplayer Tab.
3. Select the Player Name field.
4. Type in the name you want to be known as in the game.
5. Click Accept. This will take you back to the Main Menu.
6. Click on Multiplayer.
7. Click on Create Game.
8. Add yourself to a platoon by clicking on a platoon tab, then clicking on a spot within that platoon.
9. Click on the Soldier tab.
10. Scroll through the available soldier types with the left and right arrows at the top of the screen. Stop when you find the soldier you want to play.
11. Scroll through the available kit types for your soldier with the left and right arrows that bracket the kit names. Stop when you find the kit you want to use.
12. Click on Edit Server.
13. Choose the game settings you want.
14. Click on OK.
15. Click on Ready, which will automatically start the game when all players indicate that they are ready. If you want to start the game regardless, click on the right arrow at the bottom right of the screen. This will start the game automatically. If you set an autostart in the Edit Server Screen, the game will also start automatically.

MINIMUM SPECIFICATIONS

In order to play Ghost Recon on your computer, your system must meet the following criteria:

• Computer:	Pentium 2 with 450 MHz processor or the equivalent
• Memory:	128 MB of RAM
• Operating System:	Windows 9X/ME/2000/XP
• DirectX:	DirectX 8.0 or higher (included on CD)
• Video Card:	16MB Direct X 8 compatible 3D card
• Drive Space:	1GB minimum hard drive space
• CD-ROM:	4X or better
• Audio:	DirectX 8.0 compatible
• Sound Card:	DirectX 8.0 compatible sound card
• Internet/Network Play:	TCP/IP Internet or IP connection

INSTALLATION

To Install Ghost Recon, follow these simple steps:

1. Start your computer's operating system,
2. Insert the Ghost Recon CD into your CD-ROM drive. The Autorun Menu should appear.

Note: If the Autorun Menu does not automatically appear, double click on the My Computer icon located on your desktop, then double-click the icon that corresponds to your computer's CD-ROM drive. The Autorun Menu should now appear.

3. Click the Install Ghost Recon button. The installation routine will now walk you through each step of the setup and installation process for the game.

Once you have created a directory for Ghost Recon, the game will automatically be installed on your hard drive. Furthermore, the program will check to see whether or not a current version of DirectX has already been installed on your hard drive. If there is an older version of DirectX on your system or no version of DirectX at all, then the game will automatically ask you if you want to install DirectX v. 8.0. You will not be able to play Ghost Recon without version 8.0 or higher on your computer.

4. After you have finished installing the game, you can select Ghost Recon from your computer's Start menu or double-click on the Ghost Recon.EXE file in the installed directory. Doing either will start the game.

CONFIGURING THE GAME

During installation, Ghost Recon will automatically scan your system for any available sound and 3-D graphic accelerator cards. However, we recognize that you may have installed multiple video and sound cards on your system. The Configure Ghost

Recon feature allows you to select manually which cards you'd like to use, if the default selections are not to your liking.

INSTALLATION

UNINSTALLING GHOST RECON

To uninstall Ghost Recon:

1. Start the operating system on your computer.
2. Insert the Ghost Recon CD into your CD-ROM drive.
3. When it appears, click the Uninstall Ghost Recon button. You will be asked if you really want to uninstall the game. If you are sure you want to remove Ghost Recon from your hard drive, click Yes. If you do not want to uninstall the game, click No, which will cancel the process.

If you uninstall Ghost Recon, any previously saved Campaigns and games will remain on your hard drive if you choose to save them during the uninstall process. Simply follow the uninstaller dialogs.

Note: You can also uninstall Ghost Recon by using the Add/Remove Programs control panel in Windows.

MAIN MENU



When you first start Ghost Recon, you are presented with the Main Menu, which gives you the following 8 options:

- **Training** - This button takes you to the Training Menu, which allows you to practice the skills you'll need to play Ghost Recon.
- **Campaign** - This button takes you to the single-player game.

- **Quick Mission** - This button takes you to the Quick Mission Menu, which allows you to play a single mission without starting a new campaign. You must unlock the missions in a campaign first.
- **Multiplayer** - This button takes you to the Multiplayer Menu.
- **Replays** - This button takes you to the Replays Menu, which allows you to view saved video replays of games.
- **Options** - This button takes you to the Options menu, where you can set gameplay, input, multiplayer, graphics and sound options.
- **Credits** - This button shows you the credits of everyone who worked on the game.
- **Quit** - This button allows you to quit the game.

TRAINING MENU



The Training Menu provides you with a list of missions where you can hone your skills before starting a campaign. At the left of the screen is a list of training missions. The individual mission in the list can be selected by clicking on them with the mouse.

To the right is a window showing the selected mission. At the bottom of the screen are two buttons: Start and Main Menu. Selecting Main Menu takes you back to the Main Menu without starting a training mission. Selecting Start begins the currently selected training mission and sends you to the action screen for the actual training.

Playing the Training Missions

When you enter a training mission, you will see red lines on the ground of the training area. These show you where you're supposed to go during each mission. In addition, you'll hear voice cues, which tell you what you're supposed to be learning at each site and how you're supposed to perform important tasks in the game.

At certain points you'll see squares outlined in red on the ground. In others, you'll see yellow-and-black hazard markings. These are places to stop and partake in particular training exercises.



The entire set of training courses takes place in a single mission space. What this means is that when you finish one training mission, you can go forward to the next one without exiting the action screen. You can also follow the red line back to a previous training station to repeat it.

Training Status

Pressing ESCAPE during a training mission brings up the Mission Status dialog.

Ending Training

To exit Training, press ESCAPE, then choose Quit from the Mission Status Dialog. This takes you back to the Main Menu.

CAMPAIGN

Selecting the Campaign button on the Main Menu takes you to the Campaign Screen. This screen allows you to start a new campaign, re-enter an existing one, or delete an old campaign you no longer wish to play in.

At the upper left of the Campaign Screen is a list of your currently saved campaigns. If this is your first time playing Ghost Recon, or if you have no saved campaigns, this box is empty. Beneath it are three buttons. The first, New Campaign, allows you to start a new campaign from the beginning of the game. The second, Delete Campaign, allows you to remove a saved campaign from your current list. The third, Resume Campaign, lets you pick up a saved campaign and either advance it or replay missions you've already completed.

At the bottom of the screen is a button labeled Main Menu. Selecting this closes the Campaign Screen and takes you back to the game's Main Menu.



New Campaign

To start a new campaign, click on the New Campaign button. This takes you to the New Campaign Screen.

At the upper left, you will see a text box. Type in the name of your new campaign here. Below the text box are your difficulty ratings: Recruit, Veteran and Elite. Select one of these to set the difficulty for your campaign. Recruit offers unlimited ammunition for some weapons, as well as less skilled opponents. Veteran is standard gameplay while Elite sets you up to face extremely skilled, lethal hostiles. At the bottom left of the screen is a button labeled Cancel. This deletes your choices and takes you back to the previous screen.

At the lower right is a button marked Start. Clicking on this begins your campaign.

Deleting a Campaign

To delete a campaign, select it by clicking on it with your mouse, then click the Delete Campaign button. A dialog box asking if you wish to continue will appear. If you decide that you'd rather save the campaign after all, click No. If you do want to delete the campaign, click on Yes. If you delete a campaign, any individual games you've saved as part of that campaign are deleted as well.

Saving a Game vs. Saving a Campaign

You can save up to five separate campaigns in Ghost Recon, plus as many games as you'd like within that particular campaign. So, if you're in the middle of mission 6 and decide you want to take another crack at it later, you can save that game and move on within the campaign itself. You can delete individually saved games without deleting the campaign as a whole.



Resuming a Campaign

If you have saved campaigns, the Resume Campaign button will be available. A list of your saved campaigns will appear in the box above the buttons. To resume one, select the campaign you'd like to play, then click on Resume Campaign. This will take you to the Campaign Mission Screen.



OPTIONS

The Options Screen is where you can change a wide variety of settings on Ghost Recon to optimize your play experience.

You'll find three buttons at the bottom of the Options Screen, as well as a row of tabs along the top. The buttons are labeled Cancel, Reset to Defaults and Accept, while the tabs .

Campaign Mission

This lets you restart a mission from within a saved campaign. A list of missions containing saved games appears at the upper left. If you click on a mission with a saved game, the Load Saved Game button becomes active. Clicking on it takes you to the Select Saved Games Screen.

Select Saved Games

This screen lets you see a list of saved games within that campaign. Note that you can go back and redo missions that you have already completed, or pick up already-completed missions from early on.

Clicking on a game from the list selects it. Clicking on Start begins that game. Clicking on the Back button at the bottom of the screen takes you to the Campaign Mission Screen.

let you access submenus where you can change specific types of Options.

Cancel

Clicking this button cancels any and all changes you've made on the Options Screen and takes you back to the previous screen.

Reset to Defaults

Selecting Reset to Defaults does not close the Options Screen. Instead, it returns all Options settings to their default state.

Accept

The Accept button accepts the changes you've made to the options and returns you to the screen from which you accessed the Options Screen.

Where You're Coming From

You can access the Options Screen from a number of places within the game, ranging from the Main Menu to in the middle of a firefight. Certain Options may be locked against being changed.



OPTIONS- GAMEPLAY/INPUT

Gameplay

There are relatively few Gameplay options and they must be set before you start a mission. Each has a box next to it which you can click on to turn the option on or off.

- **Blood On** - Whether or not you want to see blood when a bullet hits and pools of blood underneath corpses.
- **Record Game** - Whether or not you want to record your games so you can re-watch them and save them.

Changing Options

As noted previously, the row of tabs across the screen indicates the various types of options that are available for you to change. The tabs are clickable and selecting one brings up a screen with a list of options on it. The six subsections of options are:

- **Gameplay** - Options related to overall gameplay
- **Input** - Player controls both in the action phase and on the command map
- **Multiplayer** - Options related to multiplayer gaming
- **Graphics** - Screen resolution, level of detail and other options related to what's on the screen
- **Mods** - Activating and de-activating mods
- **Sound** - Turning various sound effects on and off and setting volume levels



Input

Input Options control how your input reaches the game. In practical terms, that's your key configuration and how your mouse interprets the Y axis (up and down).

The centre of the Input screen is a window listing all of your key inputs and their current assignments (which key you hit to get that effect). There are two tabs at the top of this window, labeled Action and Command Map. Selecting them brings up the list of assigned keys for, respectively, the Action Phase and the Command Map. To change a key assignment, select the function you want to remap. You can do this by clicking on the function. Then, click on the Map key button. This will bring up a window that tells you which key the function is currently mapped to and which tells you to hit a key to re-assign that function. If you want to re-map the function, hit the key you want to use for that function. That key will now be attached to that function and the window closes. Clicking on Cancel closes the window without changing any key assignments.

Already Taken

If you remap a function to a key that's already assigned, the new assignment overrides the old one. As soon as you remap the key, the function that key was previously attached to will be unattached and will have a blank space next to it in the list.



Saving a Key Configuration

You can save a key config by clicking on the Save keys button at the lower right of the screen. This brings up the Saved Configuration Window. Click on New Key Config and enter a name for that configuration so you'll be able to identify it later. Hit Accept to save it, or Cancel if you don't want to do so.

If you've modified a key config that's already in place, you have a choice of clicking on New Key Config and saving it under a new name, or clicking on Save Key Config, which will overwrite the current one. You can also delete a key configuration if you'd like by selecting it and then clicking the Delete Key Config button. Again, you'll be asked if you really want to do this. If so, click Yes. If not, click No.



Multiplayer

Here you can set various options for your multiplayer game not related to the format and rules of the game itself. (Those are set under the Multiplayer Menu.)

Chat Messages

Chat messages are pre-scripted messages that you can send out during a multiplayer game, either to your team or to everyone in the game.

To set a message, click on a slot in the Chat Messages window and then click on the Edit Chat Message Button. This will bring up a window where you can type in or edit your chat message. Clicking on Accept saves the message and any changes you've made to it. Clicking on Cancel aborts any changes and also closes the window.

To the right of the window is a checkbox for Team Chat. Clicking on this means that the message only goes out to your team when you send it. Otherwise, everyone in the game sees it. Each chat message in multiplayer is assigned a key. To send your message out, press that key.

To edit the text of the message, select a message and then click on the Edit Chat Message button. This will bring up the text of the message, which you can change. Click on Accept to keep the changed text, or Cancel to go back to the old version.

Server Name

This lets you create a name for your server if

you're going to host a game. This name will appear in the Server Name list on the Multiplayer Screen.

Allow Remote Access

You can click this on and off to allow people outside your server – if they have the correct password – to access your server settings and alter them.

Remote Access Password

This allows you to set a password for Remote Access.

MotD

MotD, or Message of the Day, is a string of informational text that people will read when they click on the Info button for your server. Clicking on the MotD text field lets you type in a new message or edit the current one.

Player Name

This allows you to set the name you'll be known by in multiplayer games.

Multiplayer - Main Menu Only

The following settings appear under Multiplayer Options, but can only be changed when you access the Options Screen from the Main Menu. Once gameplay starts, you cannot alter these options.

Behind Firewall

Clicking this lets the game know that you are playing (or hosting) from behind a firewall.

Choose Network Interface Card

This lets you select the network card you'll be using to access the network with the game on it.

OPTIONS- MULTIPLAYER

Loading a Key Configuration

Clicking on this takes you to a similar window as Save Key Config. You'll have the option of loading a key config, deleting one, or canceling the operation and a list of saved key configurations to choose from.

Mouse Look Reverse Y

Clicking on this box changes the orientation of your mouselook. If you turn on this option, moving the mouse forward now moves your viewpoint down and moving it backward sends your viewpoint up. Clicking this off restores the normal mouse look.

Join Port

This selects the port through which you join games and through which players can join a server which you set up. Graphics Options allow you to change both technical and cosmetic aspects of the way Ghost Recon appears on your system.

Graphics



Graphics Options allow you to change both technical and cosmetic aspects of the way Ghost Recon appears on your system.

Resolutions

At the left of the screen is a list of possible screen resolutions. Ghost Recon will auto-select one for you when you install the game, but if you want to change it, you can select a new one from the list.

Texture Detail

There are three options for Texture Detail: Map, Character, and Effects. Each can be set to High, Medium or Low. Map Textures modify the way the terrain appears in your game. Character Textures changes the way character models appear, and Effects Textures determines how detailed the effects are. Generally, the higher the setting, the better the game looks, though turning them down may improve performance.

Shadows

To the right of the list of screen resolutions are the options for vehicle and human shadows in the game. Vehicle shadows have three choices: None, Low LOD (level of detail) and Detail. Human shadows have four: None, All Low LOD, Team Detail Enemy Low and All Detail. To choose a setting, click on it with

your mouse.

Show Dead Bodies

Clicking this on and off determines whether cadavers stay on the field of battle after they've been killed. Note that even if you switch this feature off, corpses will still be shown on the Command Map.

Compress Textures

Compress Textures depends on your video card. If your card supports it, having Compress Textures on reduces the size of all textures in the game so that more textures can fit in video memory.

Character Vertex Weighting

Turning on Character Vertex Weighting allows characters to move more smoothly in the game.

Maximum Bullet Holes

This allows you to set the maximum number of bullet holes that will appear onscreen at any given time.

Gamma Setting

This option allows you to change the Gamma Setting, i.e. the brightness, on your monitor.

Particle Detail

Particle Detail allows you to set how clearly the particle systems (fire, sparks, smoke and so forth) in the game appear. There are three settings: High, Medium and Low. The lower the setting, the more your system performance is likely to improve.

Z-Buffer Depth

Z-Buffer Depth changes how well the game sees distinct objects that are behind one another. At worst, your Z-Buffer Depth should be equal to the number of bits you select for your Resolution.

Mods

This screen allows you to use third-party modifications to Ghost Recon. Red Storm does not officially support mods and any modifications to Ghost Recon from a third party may hinder the performance of the game.



• **Music** - Controls the level of the background game music.

• **Voice** - Controls the level of in-game voice.

Each sound option has a Master Switch and a volume setting.

Master Switch

To turn a sound option off or on, click on the Master Switch box next to it. Doing so turns that option completely on or off.

Volume

Each sound option also has a volume setting. Volume can be set anywhere from 1 to 10 (10 being the loudest).

Sound options let you determine what sounds do and don't play in Ghost Recon, as well as setting their relative volumes. There are four sound options that can be set:

• **Master** - Controls all sound, including Effects, Music and Voice.

• **Effects** - Controls the level of sound effects like gunfire, vehicle noises, etc.

QUICK MISSION



The Quick Mission Screen lets you pick a single mission to play without starting a campaign. You must unlock that mission space in a previous campaign. Until a mission has been unlocked, it will not appear on the mission list.

When you access the Quick Mission Screen from the Main Menu, you'll see a list of available missions at the upper left. A series of images from the currently selected mission will play next to the list. Clicking on a mission selects it.

Difficulty and Game Type

You can play a Quick Mission in any of the three standard campaign difficulties.

Next to the list of difficulties is a list of Game Types. These are the sorts of mission types you can set up. They come in three varieties:

• **Mission** - You play the mission as in the campaign game.

• **Firefight** - No objectives, just kill or be killed.

• **Recon** - You need to make it from an insertion zone to an extraction zone on the other side of the map.

You can select the option you choose from each of these lists by clicking on it.

Load Saved Game

Clicking on this button takes you to the Load Saved Game Screen.

Main Menu

Clicking on this button takes you back to the Main Menu.



Start

Clicking on this button starts the selected mission at your chosen difficulty and game type.

REPLAYS

Clicking on the Replays button on the Main Menu takes you to the Replays Screen. Here you can replay saved videos of missions from past games.

STARTING A GAME

You can start a game of Ghost Recon either by beginning a new campaign or by calling up a saved campaign. If you are loading a saved game, you will start play immediately at the point where the game was saved. If you are starting a new campaign, or starting a mission from the beginning in an existing campaign, you will find yourself at the Briefing Screen.



Briefing

The Briefing Screen gives you everything you need to know in order to start a mission. It lays out where your platoon is going, what your objectives are and what the current situation is.

Starting a game replay is very simple. Click on the replay you want from the list, then press Start.

To exit this screen, click on the Main Menu button.

Objective List

At the top left of the screen is a list of your objectives. These are the tasks your platoon needs to complete in order for you to finish the mission successfully. Some objectives are numbered, while others are marked with an X. The objectives marked with a number are the core objectives of the mission, while those marked with an X are special objectives. Completing a special objective unlocks a Specialist, whom you can insert into your platoon. Achieving all numbered objectives completes the mission successfully. Once the mission has been completed, it ends and you are taken to the After Action Record (AAR) Screen.

Briefing Text

Below the Objective List is the text of your briefing. This lets you know what the current situation is, where you are going and why you are going there. You can toggle the sound portion of the briefing on and off by clicking the Stop Briefing/Play Briefing button underneath the briefing text.

Mission Information

The right side of the screen shows you the World Map, an image of the region your



platoon will be going into. There is also a Command Map, which shows cycling images related to each mission objective. You can switch between the two by clicking on the named tabs at the top of the map.

Underneath the map is some basic information about the mission.

Screen Buttons

At the bottom right of the screen is a set of three buttons: a left arrow, a box and a right arrow. Clicking on the Left Arrow takes you back to the previous screen. Clicking on the Right Arrow takes you to the next screen. Clicking on the Box pauses the game and brings up a dialog box that allows you to Continue, go to the Options Menu, or Quit.

Platoon Setup

After you complete the Briefing, you are taken to the Platoon Setup Screen. The top of the screen shows the name and specialty of the currently selected soldier. His image appears in the centre of the screen.

Fireteam Designation

At the top left of the screen is the fireteam designator. This lets you assign individual soldiers to fireteams. You can have up to six soldiers assigned at any given time and a maximum of three per fireteam. You can move soldiers between fireteams and you can leave a fireteam empty.

The fireteam designator has four buttons across the top: A, B, C and X. The first three correspond to your Alpha, Bravo and Charlie fireteams. The fourth lets you remove the currently selected soldier from his fireteam. If a fireteam is full and you select a soldier not currently on that team, then its button is greyed out and cannot be selected. If the platoon as a whole is full and you select someone not currently assigned to that platoon, all of the fireteam buttons are greyed out. Unless a soldier currently

assigned to a fireteam is selected, the X button is greyed out.

Directly beneath the fireteam buttons is the Auto Assign button. Clicking this automatically fills your fireteams with a default selection of soldiers. However, once even a single soldier has been assigned to your platoon, this becomes the Unassign All button. Clicking it in this state removes all currently assigned soldiers from their fireteams.

Underneath the Auto Assign button is a list of your fireteams and who's currently assigned to them. You can click on the name of any soldier in any fireteam to select him. This makes his image appear in the centre of the screen, puts his name at the top of the screen and allows you to move him between fireteams or drop him entirely.

Each fireteam button also has an arrow on it. Clicking the down arrow allows you to move soldiers between fireteams or to place a previously unassigned soldier on the fireteam. A double up arrow indicates that by clicking the button, you'll be promoting him within that team.

Soldiers

Beneath the fireteam designator is a list of the soldiers currently available to be assigned to your platoon. The list has two tabs: Standard and Specialist. The Standard list is your basic list of candidates for the platoon. It consists of soldiers with basic statistics. Each soldier has a class (Rifleman, Sniper, Demolitions, Support) and a name and there are 12 soldiers in the list. The Specialist Tab shows the list of Specialists that you have unlocked.

At the top right of the screen is a list of the various decorations the currently selected soldier can earn or has earned.

STARTING A GAME

Statistics

Each soldier has a set of statistics which include his ratings for the following attributes

- **Weapon** - His accuracy with his weapons; reflected in how quickly the reticle pips converge when he is the active character.
- **Stealth** - His skill at moving quietly, reflected in how close he can get to an enemy before being detected.
- **Endurance** - His ability to take physical damage, reflected in the number of wounds he can take.
- **Leadership** - His ability to make all of the soldiers around him better, reflected by a one-dot increase in all skills for all soldiers in his platoon for every three dots he has of Leadership. Note that a platoon gets the benefit of a single leader (the soldier with the highest Leadership rating).

Each skill is rated 1 to 8. Characters are assigned a single Combat Point after each successful mission and statistics increases can be bought at a one dot per one Combat Point rate. Clicking on the Plus button next to a skill assigns a Combat Point to that skill.

Kit

This allows you to assign a field kit to each soldier. Each soldier has four possible kits.

Underneath the kit name is information on the contents of the kit. This includes pictures of the weapons or other items, as well as details of their ammunition capacity. The first number shown next to the weapon is the total number of rounds available, while the second is the number of clips the soldier will be taking into the field.

The Right Tools For the Right Job

Certain missions require specific kit items to complete. If you try to advance into a mission without the required kit for the base mission objectives, you will instead receive a warning letting you know what the mission requires. As soon as you re-kit your platoon accordingly, you'll be allowed to start the mission.

In some cases, special objectives also require specific kit items. If you attempt to start the mission without the required kit items for the special objective, you'll instead receive a recommendation that you take along those items.

Screen Buttons

Below the Kit interface are the Screen buttons. You will not be allowed to advance unless you have attached at least one soldier to a fireteam.

Clicking on the Forward button starts the mission.

ACTION SCREEN

moves, where he looks and what stance he takes.

Looking

You control your character's perspective through the mouse. Forward motion with the mouse defaults to looking up, while pulling back makes him look down. Moving to the left or to the right turns the soldier in place.

Walking

The default movement keys are W, S, A and D. These correspond to Forward, Back, Sidestep Left and Sidestep Right. Forward makes the soldier walk forward at a regular pace, while Back allows him to step back. Sidestep Left and Sidestep Right move him to the left or the right.

Stance

There are three stances in Ghost Recon: upright, crouched and prone.

You can move in any of the three stances. To move to a lower stance, press the Drop Stance key. This lowers your soldier by one stance. To go from standing to crouch requires pressing the key once. To go from standing to prone requires pressing it twice. To move to a higher stance, press the Rais Stance key. It takes two keystrokes to move prone to standing, one to move from prone to crouched.

Running

To Run, hold down the Run button while moving forward. Running increases your rate of movement. You can only run while moving forward.

Shuffling

Shuffle is a slower and quieter form of movement than walking. You can shuffle in any direction by holding down the Shuffle key and the direction you want to move in.

Peeking

Peeking lets you look around a corner without exposing your soldier to undue attention and fire. You can peek either to the left or to the right. The peek remains in effect as long as you are holding down the Peek key.

Switching Fireteams

You can move between active fireteams instantly by pressing the fireteam's hotkey. Hitting a fireteam's hotkey instantly selects the leader of that fireteam and gives you control of that soldier. If the leader of the fireteam is down, you'll be given control of the next ranking team member and so forth.

Actions

The Action button is used to perform an action or use a specific item. Actions that you can perform include opening doors and taking control of machine gun emplacements.

.50 Caliber Machine Guns

Some missions feature emplaced .50 caliber machine guns which you can have a soldier take command of and fire. To take command of a machine gun emplacement, have a soldier walk up to it and then press the Action key. This will give you control of the machine gun.

You can fire the machine gun by pressing the Use Item key. However, if you fire the machine gun for too long, you run the risk of overheating it.

Doors

Many of the buildings you will encounter in Ghost Recon will have closed doors. To open a door, walk up to it and press the Action button. Some doors cannot be opened. Others will be locked, but can be opened by shooting them.

ACTION SCREEN



In the action phase of Ghost Recon, you control the Ghosts as they move through the course of a mission.

Movement

At any given time in the action phase, you are in direct control of a single soldier (though through the Command Map, you give orders to an entire platoon). You control how he

ACTION SCREEN

Combat

Your soldiers are equipped with a variety of weapons ranging from pistols to anti-tank weapons. Each character goes into combat with two weapons, a primary and secondary, which you can switch between.

Firing

To fire your weapon, press the Use Item key. This fires the currently selected weapon at its current Rate of Fire.

Rate of Fire

The Rate of Fire is how many rounds your weapon squeezes off each time you press the Fire button. Weapons can have one or more of the following rates of fire:

- **Single Shot**
- **Three-Round Burst**
- **Fully Automatic**

You can switch between various rates of fire for a weapon by pressing the Next Selective key.

Switching Weapons

You can switch between your primary and secondary weapons by pressing the swap weapons key.

Changing Magazines

Reloading is a matter of hitting the Change Magazine key. Doing so swaps out the current clip and inserts a new one. Your reticle will change to show the progress of your reloading procedure. When it finishes, the reticle reverts to normal. You cannot fire while reloading.



Zoom In and Zoom Out

Some of your weapons allow you to zoom in for a better look, aka Sniper Mode. To switch to Sniper Mode, press the Weapon Zoom In key. To go back to normal view, press the Weapon Zoom Out key.

If you have a mouse with a mousewheel, it also serves as a default zoom control. However, instead of skipping up levels of zoom, it provides a smooth zoom.

Binoculars

Binoculars provide a much better long-distance view than most weapons, but have no impact on the enemy. Binoculars are used by making them the active weapon, then pressing the Use Item key.

Demolitions Charges

Certain missions require that you plant demolitions charges to complete objectives. To use a demolitions charge, select it as the active weapon and move to the spot where you want to drop the charge. Pressing the Use Item key drops the charge. It will then detonate at the end of the mission on its own accord.

Claymores

Claymores are dropped on the field like demolitions charges. At this point, the weapons indicator changes the claymore icon to that of a detonator. Pressing the Use Item key again sets the claymore off. There is also

ACTION SCREEN

a small area of lethality directly behind the claymore.

Sensors

Sensors function like an extra soldier in

terms of detection. When a hostile or a vehicle passes within detection range of a sensor, they appear on the command map. Sensors are placed on the field like demolitions charges.

THE ON-SCREEN INTERFACE

This is what you see when you are actually in the action phase of Ghost Recon. Most of the screen is taken up by the active character's view of the world.

In-Game Screen Elements

The bulk of what you'll see in the game can best be described as the game itself. This includes:

Friendly Troops

There are two varieties of friendly troops: those attached to your platoon and those who are working in concert with you. Members of your various fireteams have their name appear as the reticle sweeps over them. Other friendly troops will not generate this effect, but will be identifiable by their uniforms and by the fact that they will move in concert with your troops without opening fire.

Hostiles

Hostile soldiers are those enemies who are trying to eliminate you and your platoon. They carry weapons and generally dress in either civilian clothing or regulation uniforms for an opposing military. Hostiles will react to evidence of your presence (sight, sound, or the fact that one of their allies has suddenly been shot).

Vehicles

A wide variety of military vehicles are represented onscreen. Some move and/or shoot at you, while others are static

elements. If a vehicle is in motion, it can be destroyed. You cannot control any vehicles in the game.

Terrain

Terrain is the basic landscape of the game, including trees, bunkers and buildings. Most terrain can be moved across by walking. Steep terrain may not be accessible at all. You will not be able to injure a soldier by means of the terrain.

Rescuing Hostages

Certain missions require you to rescue hostages or to take enemies prisoner in order to complete objectives. In order to get a hostage to follow you, you'll need to have a soldier bump them. Once the hostage has been bumped, he or she will follow the soldier who bumped them. Enemies eligible to be taken prisoner can be captured in the same manner, i.e. by having a soldier bump them.

Interface Elements

There are several additional elements to the on-screen interface that give you additional information crucial to playing Ghost Recon.

Soldier Panel

This appears at the lower left corner of the screen. It tells you which soldier you have currently selected.

At the far left of the Panel is a series of three dots arranged vertically. This is your stance indicator and shows you which stance the soldier is currently in. Immediately to its

THE ON-SCREEN INTERFACE

right is an icon representing the current soldier, which also shows current stance.

At the far right are three lines of text. The top line shows the soldier's current health state – Healthy, Wounded or Dead. When a character is Wounded, the line turns yellow. When the character has been killed, it turns red.

Below the current health state is the name of the soldier's fireteam and below that, his or her last name.

You can toggle the Soldier Indicator on or off by pressing the Toggle Soldier Panel key.

Threat Indicator

The Threat Indicator appears at the centre of the bottom of the screen. There are five elements to the Threat Indicator. The furthest from the centre is a triangle that indicates the nearest waypoint. This stays absolute no matter which direction the currently selected character is facing.

The coloured pip inside the largest ring of Threat Indicator indicates North. This also stays absolute no matter which direction the soldier is facing.

The outermost ring of the Threat Indicator serves as your Fire Indicator. The regions that are illuminated tell you from which direction you are hearing fire. Active segments of the Fire Indicator are red.

The middle ring of the Threat Indicator shows the general direction of enemy units beyond 40 meters on the map. Like the Fire Indicator, this is broken up into quadrants which are displayed relative to the character's current facing. Active quadrants display yellow.

The centre of the Threat Indicator lets you know when there's a hostile within 40 meters of your current position. When active, it shows red.

Weapon Panel

At the lower right of the Action Screen is the Weapon Panel. There are two lines to the Weapon Panel. The top line is the soldier's primary weapon, while the second line is the secondary weapon. Two numbers appear to the left of the image of the weapon. The first is the number of rounds left in the current clip, while the second indicates the number of clips remaining for that weapon. In some cases, the second number is replaced by a dash. This means that # of clips is not applicable. To the right is the Rate of Fire indicator.

You can toggle the Weapon Panel off and on by pressing the Toggle Weapon Panel key.

If you are down to 30% of full ammunition capacity on you current clip, the selected weapon appear bright yellow. When the clip is emptied, it turns red.

Reticle

At the centre of the screen is your reticle. The reticle is your means of targeting where you are shooting. There are different reticles for each of your weapons.

The reticle consists of two parts: the static component and the pips. The static component is always centred on your screen and represents the centre of your current aim. The pips represent the range of accuracy you have at any given moment. The longer you focus on a particular target, the



THE COMMAND INTERFACE

closer to the centre of the reticle the pips move and the more accurate your fire is. Any firing you do will hit somewhere within the area marked off by the reticle pips.

Night Vision

Night Vision can be toggled on and off by pressing the Toggle Night Vision key, which defaults to V. When night vision is on, everything on the screen will appear green. Turning night vision off returns you to normal vision mode.

Messages

You will occasionally receive messages from the game (or from other players) passing along important information. This includes changes in fireteams' RoEs, server messages and so forth. These messages will appear in the upper left of your screen.

The Command Interface is how you control and select your soldiers during the action phase of Ghost Recon. It consists of two elements: The Command Map and the Soldier Cards.

You can call up the Command Map by hitting the Left Shift key and holding it. However, as soon as you release the Tab key, the Command Map vanishes. You can call up the Soldier Cards by hitting the Tab key and holding it. Releasing it closes the Soldier Cards.

If you hit the Control key, you call up whichever element of the Command Interface you viewed last. This defaults to the Command Map. Whichever element you call up – and you can switch between the two – will stay onscreen until you close it.

The Command Map

The Command Map allows you to see where your platoon is located on the field of battle, and to start them moving by inserting waypoints.

At the left of the Command Map are two tabs, one for the Command Map itself and the other for the Soldier Cards. Clicking on a tab allows you to switch between the two. Next to them are three tabs for your fireteams. They are labeled by name, and allow you to select a team and set its Rules



Rules of Engagement

There are two types of Rules of Engagement: Movement and Combat.

There are three settings for each set of RoEs.

For Movement, they are:

- **Hold** – Halts your fireteam in position. Hold is signified by a red X.
- **Advance** – Moves your fireteam toward their next waypoint. Advance is signified by a yellow arrow. If a fireteam set to Advance is fired upon, they will drop down to Hold until you manually adjust their RoE.
- **Advance at All Costs** – Moves your fireteam forward regardless of opposition. Advance at All Costs is signified by a green double arrow.

For Combat, the RoEs are:

- **Assault** – Tells your fireteams to shoot on sight. This is the default setting and is signified by the silhouette of a pistol.
- **Suppress** – Tells you fireteam to shoot on suspicion that hostiles are nearby. Suppress is signified by the silhouette of a pistol above a plus sign.
- **Recon** – Instructs your fireteam to take.

pains to avoid shooting, but they will fire back if fired upon. Recon is signified by the silhouette of a pistol above a minus sign.

At the top of the Command Map are a series of tabs listing the fireteams by name. Clicking on one of these tabs makes that team current.

The centre of the Command Map is the map itself. This shows you the layout of the mission space. On the map you'll see landmarks and other indicators. These include:

- **Your Troops** – Appear as white circles with the letter of their fireteam inside. The soldier you are currently controlling appears as a green circle with the fireteam's designation inside.
- **Soldiers** – Appear as small diamonds. Friendly soldiers appear green, while unfriendly ones appear red.
- **Vehicles** – Each vehicle type has its own icon.

Non-permanent items only appear on the Command Map if one of your soldiers has line of sight on them. Items that have been destroyed appear on the map with a darker colour than normal.

Waypoints

Waypoints are spots on the map that your fireteams will move to once you start them in motion. Setting waypoints also allows you to check your fireteams' progress. You set waypoints by selecting a fireteam and then left-clicking the spot on the map where you want the team to go. You can set multiple waypoints in sequence. As soon as a waypoint is set, the team will start moving unless its RoEs are set to Hold. When the waypoint is set, a path appears on the Command Map between the leader of the fireteam and the waypoint.

If you set a waypoint with an invalid path, the path will flash red. This indicates that the path you've set won't work, but the fireteam will do its best to get there in any case. The game may then attempt to recalculate a path, though it may not be able to do so. While the game is recalculating your path, the path itself appears as a flashing line. If you click on an invalid destination for a

waypoint, the cursor will flash red and you'll receive an audio warning.

To delete the most recent waypoint, right-click. If you delete all waypoints, the fireteam stops immediately. Only the path for the currently selected fireteam is visible on the Command Map.

Firing Arcs

Firing arcs are scans your soldiers do of an area when they reach a waypoint. To set a firing arc, hold down the mouse button when you set a waypoint. A yellow arc appears on the Command Map, which you can direct with the mouse.

Soldier Cards

The Soldier Cards allow you to switch between soldiers. It also shows you your entire platoon's current status, including ammunition, current health and statistics.

There are tabs for each fireteam with buttons for each team's RoE. Next to that is a stance indicator. Clicking on the stance indicator also selects that soldier as the viewpoint character. Next to it is an icon in the shape of a human figure which serves as a wound location indicator. To the right of the stance indicator are the soldier's name and specialty. Next to the text are the character's kit items and an ammunition indicator. At the far right are the soldier's skills.

If a soldier has been killed, his or her card appears red.

Quicksave and Quickload

Quick Load

Quick Load allows you to load up a game while in the Action phase. Pressing the Quick Load key, which defaults to F7, loads up the last quicksaved game automatically.

Quick Save

If you want to save a game without exiting the action, press the Quicksave key, which defaults to F6. This creates a saved game in a dedicated quicksave slot.



Mission Status

Selecting the Escape key brings up the Mission Status dialog box. This is a fast way for you to check your objectives during a mission, as well as letting you restart, save, or modify the game.

The top of the Mission Status dialog lists your current objectives. Below that is a series of buttons.

Continue

Selecting the Continue button returns you to the game exactly where you left off.

FINISHING A MISSION

A mission is considered finished if either you have completed all of the mission objectives or your entire platoon has been killed. When the mission is over, you will be taken to the AAR screen.

After Action Review (AAR) Screen

The AAR Screen shows you how you did on the just-completed mission. It gives you a detailed listing of how you performed on the mission overall, as well as individual statistics for each of your soldiers.

Mission Info

This shows you the basic details of the mission. It includes mission type, difficulty, elapsed time, best time and fastest player.

Save Game

This saves the current game and brings up the Save Game dialog.

Options

This brings up the in-game Options Menu.

Restart

Clicking on Restart restarts the mission with your current platoon and kit. Any casualties are erased, all expended ammunition is restored and all hostiles are back in place.

Abort

Selecting Abort takes you out of the mission and back to the Briefing Screen.

End Mission

Selecting End Mission ends the mission immediately. It takes you to the After Action Review screen, and the mission is considered "Failed."

Quit

Choosing Quit takes you back to the Main Menu.

Objective Status

Each mission objective is listed here, along with an indication of whether you succeeded or failed its conditions. Note that it is possible to succeed at some missions without meeting all mission objectives, if the default objectives have been met instead.

Platoon Status

This displays a list of all of the soldiers in your platoon for the previous mission. Each is listed with a rundown of their performance.

View Replay

Selecting this button allows you to watch a replay of the just-completed mission.

Save Replay

Selecting this button lets you save the replay of the just-completed mission for later viewing through the View Replay menus.

Menu Button

Pressing this button brings up the Status menu.

Forward button

Selecting the Forward button advances you to the next screen. In a campaign, the Forward button is greyed out if the mission is considered "failed."

Back Button

Selecting the Back button gives you a chance to retry the just-completed mission. Clicking on the button brings up a dialog asking you if you want to retry the mission. If you select Yes, you're taken back to the Briefing Screen for the mission. If you choose No, you return to the AAR Screen.

Saving a Replay

If you choose to save a mission replay, you'll be taken to the Save Replay Dialog.

When you enter this screen, you will see a text box that lets you type in a name for the replay you want to save, as well as a scrollable list of all currently saved replays.

There are two buttons on this screen: OK and Cancel. Selecting Cancel takes you back to the AAR Screen without saving your replay. Selecting OK saves the replay before taking you back to the AAR Screen.

MULTIPLAYER

Multiplayer gaming allows you to play with others, either on a local network or via the Internet. You can either set up your own server and host a game, or join someone else's game.

Multiplayer Setup

This screen lets you either join an existing game or take the steps towards setting up a server of your own.

Create Game

Clicking on this button allows you to set up a game on your system, creating it from scratch and using it as your server. Clicking Create Game takes you to the Player Setup Screen.



Game List

The list has two tabs, one labeled LAN and the other Internet. Clicking on the former shows you all of the games of Ghost Recon currently running on your LAN, while clicking on the latter shows you all of the currently available games on servers you're familiar with out on the Net.

LAN Game List

The LAN tab on the Game List shows you games on your local area network. Listed for you will be each game by server name, as well as the following information:

- **Ping rate**
- **Mode**
- **Number of Players**
- **Password Icon** – This informs you as to whether or not the game is password protected
- **Current Game Status**
- **Active Mod**

You can select a game by clicking on it. At the bottom of the list is the Info button. Clicking on the Info button gives you more information about the game you've selected.

Joining a Game

Joining a game requires two steps. First, select the server you want to join. Then click on the Join Game button at the lower right of the screen. There will be a box on the screen for a password. If the game you are joining requires one, enter it in this box. Not all games require passwords.

Internet Game List

This list provides similar information about available games as the LAN list and offers some additional options as well.

The list itself shows IP addresses for Internet games. If you've saved a game address and that game can send information to you, then that game will appear in the list with all of its information. If the information is blocked, only the game's IP address will appear. Underneath the list of server names is a text field where you can type in the address of a new server. Clicking on the Add button adds the server to your list. Clicking

the Info button gives you information on the currently selected server.

Clicking on the Refresh List button makes Ghost Recon run through your list of servers again to see if there's been any change in status.



Player Setup

This screen allows you to set yourself up to play in a multiplayer game.

Soldier/Roster

At the left of the screen is an area with two tabs: Soldier and Roster. This allows you to choose what sort of soldier you're going to play, join a unit and decide whether you're going to play or observe.

Roster

Clicking on the Roster tab brings up a list of fireteams for the currently selected platoon, as well as a series of four tabs. Each of the tabs corresponds to one platoon in the game. Click on the platoon you want to join to bring up its current roster listing.

Each platoon's roster listing is broken down into three fireteams and each fireteam's roster consists of three lines. On each line you will find three bits of information: Player Name, the number of votes that player has for platoon leader and a checkbox which allows you to cast your vote for platoon leader.

Underneath the roster listing is a box



showing the other players in the game. To add your soldier to a fireteam, click on an empty spot on the fireteam you want to join. Your name will appear in that slot, and will be greyed out in the listing below.

Observer Mode

Clicking on this box puts you into Observer Mode, which lets you watch instead of playing. When in Observer Mode, you have no control over which soldier you're attached to at the start of a mission. Observers can, however, change their viewpoint during the game by using Soldier Cards and clicking on the coloured tabs at the bottom of the cards to select the platoon to be observed.

Soldier

At the very top of this section of the screen is a window showing the current soldier type. Underneath the soldier class designator is a window that shows you what your soldier looks like. This varies by platoon.

Below the image is a text box where you can type in the name you want to be known as on the server.

The next item down is kit selection. The name of the kit appears in a text window, while its contents appear below it. Available kits are determined by soldier class and the server's kit restrictions.

Game Information

To the right of the Roster/Soldier area of the screen is the information about the current mission. Beneath that is a box marked Ready. Clicking on the box indicates that you are ready to play. When everyone in the game clicks on Ready, the game begins.

Next to the Ready box is an indicator telling you how many players have indicated that they are ready. Below the Ready indicator is a list of mission objectives.

Edit Server

Underneath the list of mission objectives is the Edit Server button. Clicking on it takes you to the Server Setup Screen. If Remote Access is not available, the button will be disabled on clients. If it is available, the button will open a dialog asking for an access code before taking you to the screen.

Request Eject

Clicking this button starts a vote to eject a player. When you click on it, the Eject Player window comes up. On the left is a list of all players on the current server. On the right are three buttons: Eject Player, Don't Eject Player and Cancel. To start a vote to eject a current player, click on the player's name at left and then click on the Eject Player button. This sends out a message to the other players that a vote has been called. All eligible players have one minute to vote.

Once someone has called a vote, the Eject Player button changes into the Cast Vote button. To vote to eject the player in question, click on Cast Vote.

Voting is done against the total number of eligible players in the game. If more than half the players voting elect to eject the player in question, he is ejected. When the vote ends, a chat message is sent to all players with the results.

If the host selects Request Eject, then clicks on a player name and selects Eject Player, that player is immediately removed from the game without a vote.

Server Info

Clicking on this button shows you current server settings by taking you to the Server Setup Screen. Only the Cancel button is active.



Exiting the Screen

At the bottom of the screen are three buttons. The left button takes you back to the Multiplayer Setup Screen and out of the game. If you are the host and you click on this button, the game itself immediately ends. The right button is enabled only on the server and launches the game. Clicking on the square button brings up a dialog box with three buttons: Continue, Options and Quit.

Server Setup

This Screen is where you set up the server options if you are hosting a game.



Map Selection

At the left of the screen is the map selection area. There's a list of maps underneath a window that shows images from the currently selected map.

- **Allow Observers** – Lets people play in Observer Mode.
- **Arcade Mode** – Speeds up the game action and makes soldiers more resistant to damage.
- **AI Backup** – Has the game fill out any platoons that are short. If your platoon has live AI backup remaining when your soldier goes down, you can switch into one of them using the Soldier Cards.
- **Random Teams** – Assigns players to teams randomly

Team Selector

At the very bottom left of the screen is the team selector. This lets you assign platoons to teams. Next to each platoon number is an arrow and each platoon's number is in a coloured box. Clicking on the arrow changes the colour of the box. Platoons with the same colour are on the same team.

Game Details

On the right side of the screen is where the bulk of the choices for the game are made. They include:

- **Game Mode** – Gameplay style. Can be Solo, Cooperative, or Team. Each game type allows specific play types.

Game Types

Each mode has three distinct game types, as well as some unique setting dependencies.

Solo

- **Hamburger Hill** – The player who spends the most time in the central area of the map wins.
- **Last Man Standing** – The winner is the last one left.
- **Sharpshooter** – The winner is the player who has the most kills at the end of the game.

Co-Op

- **Firefight** – The map is seeded with randomly placed enemies.
- **Mission** – The game plays like a single-player mission.
- **Recon** – The players must make it from the insertion zone to the extraction zone.

Team

- **Hamburger Hill** – The winner is the team that spends the most time in the central area of the map.



• **Search and Rescue** – The winner is the team that finds the three hostages placed on the map and escorts them to safety successfully.

• **Last Man Standing** – The winner of this game is the last team still alive.

• **Difficulty** – How hard the game is.

• **Next Map** – Selects the order in which new maps are used in the game – either a preset order that includes the campaign sequence (In Order), random (Random), or repeated (Same). If you select Same, then Max Reps is disabled.

• **Password** – Password, if any, to join the game.

• **Time Limit** – The game's duration.

• **Type** – The style of game you are playing.

• **Max Players** – The maximum number of players allowed.

• **Map Reps** – The number of times a map repeats before advancing to the next one in sequence.

• **IFF** – Whether IFF (Identify Friend or Foe) is switched on. If IFF is on, teammates' names will appear if you pass the reticule over them.

• **Use Threat Indicator** – Turns the threat indicator at the bottom of the screen in the action phase on or off. The compass always remains in place.

• **Random Insertion Zones** – Causes players or teams to be placed randomly on the map.

Respawn

There are four types of respawning you can set:

• **None** – Once you're dead, you're dead. No respawning.

• **Individual** – Respawning is limited on an individual basis. Each player respawns the stated number of times, then stay down.

• **Team** – Respawning is limited on a per-team basis. Each team has a pool of respawns available. Each time any team member dies the team uses one respawn until the team limit is exhausted.

• **Infinite** – Players keep respawning as long as the game lasts.

Respawn and AI Backup are mutually exclusive.

Kit Restrictions

This allows you to set restrictions on which kits can or can't be used in the game.

Pregame Session Timeout

This is a countdown timer between games. Once it reaches zero, the next game starts. Note that changing the server options resets the timer to its maximum value. The timeout will not reset if you exit the screen by hitting Cancel.

Loading and Saving Game Settings

If you come up with a set of Multiplayer game settings that you like, you can save them for future use by clicking on the Save button. The saved settings are called a script file. You can also create a script with the level editor included with Ghost Recon. To Load a game script file, click on the Load button. You'll see a list of available scripts. Click on the one you want to select it. A loaded script's settings do not take effect until you click OK.

If you load an incompatible script, you'll receive text messages letting you know what the incompatibilities are and the previous game settings remain active.

OK

Clicking on OK applies the changes you made and returns you to the Player Setup Screen.

Cancel

Clicking on Cancel removes any changes you've made on this screen and takes you back to the Player Setup Screen.

Chat Window

At the lower right is a message window, which allows you to see both server messages and comments from other players.

Remote Access

Remote Server Access is password-governed. Anyone clicking on it will get a dialogue asking for the server password. Typing in the password allows them to access the Server Setup Screen and make changes.

If someone with Remote Access has entered the Server Setup screen, the the Edit Server button on the host's Player Setup Screen turns red. Clicking on it lets him boot the user from the Edit Server Screen (canceling all of that user's changes to the server) if he chooses. Other remote users, however, will not be able to click on Edit Server while the Edit Server Screen is being accessed by anyone.

Multiplayer Gameplay

Gameplay in multiplayer is almost identical to single player gameplay. However, you start immediately in the Action phase. Gameplay then continues until either the preset objectives are met or the time allotted for the mission expires.

There are two other major differences from single player gameplay: Respawning and Command Map access. Respawning allows players who've been killed in game to rejoin a game in progress. To respawn, hit any key after you've gone down and you'll re-enter the game with all of your old soldier settings intact and a full kit.

Only the platoon leader can issue orders on the Command Map in multiplayer games, though all platoon members can see the orders. If the platoon leader is killed, the server selects a new platoon leader automatically.



After Action Review (AAR) Screen

After the mission is completed, you'll be taken to the AAR screen. This screen lets you know whether you won or lost, as well as the elapsed time of the mission and the statistics for all of the individual soldiers involved. At the lower left is the Save Replay button and to the lower right is a chat window. To advance out of the AAR screen, click on the right arrow button at the lower right, or wait 45 seconds, at which point it will close automatically.

Replays

You can save a replay of the just-completed game by clicking on Save Replay. However, only the server can record a replay on a multiplayer game and you can only save a replay if you've first recorded it.

Playing on ubi.com

In addition to playing multiplayer locally or through single internet games, you can also go to ubi.com for multiplayer Ghost Recon action.

Going Directly to ubi.com

To be able to play Ghost Recon on ubi.com, you'll need to install the ubi.com software at the same time you install Ghost Recon. (If you've already got it installed for another game, you can skip this step.) Once the installation is finished, you'll see an icon on your desktop. Clicking on that will take you directly to the ubi.com web site, where you can set up or join a game and play Ghost Recon against competitors from around the world.

Going to ubi.com Within Ghost Recon

You can also join a game at Ubi.Com after starting Ghost Recon. First, go to the Multiplayer Screen. At the top right, you'll see a button labeled Play it on ubi.com. Click on that and you'll be taken directly to the lobby of the Ubi.Com web site. From there, you can join or set up a game.

Ubi Soft offers several online support options for their software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing.

Other Support Options

You can also contact Ubi Soft Customer Support by phone or fax:

Technical Support: 0870 800 6160
 Hintline: 0906 466 5200
 Customer Services 01932 838230
 Customer Services Fax 01932 838274/275

Hours: Monday through Friday 8.00am – 11.00pm GMT

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